

IN THE CLAIMS

CLEAN COPY OF AMENDED CLAIMS:

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1. (Amended) A virtual world system, comprising:

a server computer;

a plurality of terminal computers connected to said server computer, wherein avatars of operators of said terminal computers are displayed in a virtual world generated on said server computer, and are caused to act on the basis of operations from said terminal computers;

object offer means for offering virtual objects to said operators of said terminal computers;

object transmission means for transmitting said virtual objects from said terminal computers to said server computer;

object storage means for receiving said virtual objects, and for storing said virtual objects in association with said operators of said terminal computers having transmitted said virtual objects; and

object display means for displaying said stored virtual objects in said virtual world on the basis of operations of said operators.

2. (Amended) A server computer, comprising:

virtual world generation means for generating a virtual world, and for outputting symbols to act in said virtual world to participant terminals in accordance with operations from the participant terminals;

an object record area for storing object data concerning objects available in said virtual world, said object data being stored in conformity with a predetermined data format;

object display means for displaying said objects in said virtual world by reference to said object record area; and

object data acceptance means for accepting from the participant terminals said object data recorded in said predetermined data format, and for recording said accepted object data in said object record area.

3. (Amended) A server computer as defined in Claim 2, wherein:

said object data acceptance means records said accepted object data in said object record area in association with the participant terminal from which said object data was transmitted; and

said object display means refers to said recorded object data on the basis of operations from the participant terminals.

4. (Amended) An information processor, comprising:

game means for playing a game which presents a problem to a player, and which awards a virtual object to the player when said problem has been solved, said virtual object being recorded in a predetermined data format; and

transmission means for transmitting said awarded virtual object to a server computer operable to generate a virtual world.

5. (Amended) An information processor as claimed in Claim 4, further comprising:

means for permitting the player to access said server computer and to participate in said virtual world generated on said server computer; and

means for making said awarded virtual object available to the player in said virtual world.

6. (Amended) A recording medium recorded with a program for controlling an information processor, the program comprising:

causing the information processor to execute a game which presents a problem to a player and which awards a

virtual object to the player when the problem has been solved, the virtual object being recorded in a predetermined data format; and

causing the information processor to execute a transmission process for transmitting the awarded virtual object to a server computer operable to generate a virtual world.

7. (Amended) A recording medium as claimed in Claim 6, wherein said program further comprises:

permitting the player to access the server computer and to participate in the virtual world generated on the server computer; and

making the awarded virtual object available to the player in the virtual world.

8. (Amended) A recording medium recorded with a program for controlling an information processor, the program comprising:

accepting operations from an operator and creating a virtual object in response to at least one of the operations;

recording the virtual object in conformity with a predetermined data format; and

transmitting the recorded virtual object to a server computer operable to generate a virtual world.

9. (Amended) A recording medium as claimed in Claim 8, wherein the program further comprises:

setting an attribute for the recorded virtual object which is transmitted to the server computer; and

determining a mode in which the operator uses the recorded virtual object in the virtual world based on the attribute.

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Please cancel claims 10 and 11 and insert the following new claims:

12. (NEW) A virtual world system including a server computer for generating a virtual world, and a plurality of participant terminals connected to the server computer, each participant terminal being operable to enable an operator to interact with the virtual world, the system comprising:

an object providing unit operable to make virtual objects available to the operator of one of the participant terminals;

a transmission unit operable to transmit a selected virtual object to the server computer;

a storage unit operable to receive the selected virtual object and to store the selected virtual object in association with the operator of the one participant terminal; computer; and

a display unit operable to display the stored virtual object in the virtual world on the basis of operations of the operator.

13. (NEW) A server computer for generating a virtual world and for transmitting symbols to act in the virtual world to participant terminals in accordance with operations from the participant terminals, the server computer comprising:

an object record area for storing data concerning objects available in the virtual world in conformity with a predetermined format;

an imaging unit operable to create an image of the objects in the virtual world by reference to the object record area; and

an object data acceptance unit operable to accept from the participant terminals object data recorded in the predetermined data format, and to record the accepted object data in the object record area.

14. (NEW) The server computer as claimed in claim 13, wherein

the object data acceptance unit records the accepted object data in the object record area in association with specified ones of the participant terminals; and

the imaging unit refers to the recorded object data based on operations from the participant terminals.

15. (NEW) An information processor, comprising:

a game unit operable to generate a game which presents a problem to a player, and to award a virtual object to the player when the problem has been solved;

a transmission unit operable to transmit the virtual object to a server computer;

an object record area in the server computer for storing data concerning the virtual object in conformity with a predetermined data format; and

an imaging unit in the server computer operable to create an image of the virtual object in a virtual world by reference to the object record area.

16. (NEW) The information processor as claimed in claim 15, further comprising:

a communication unit operable to enable the player to access the server computer and to participate in the virtual world generated on the server computer; and

means for making the virtual object available to the player in the virtual world.

17. (NEW) A method of providing a virtual world in a system including a server computer and a plurality of terminal computers connected to the server computer, the method comprising:

generating a virtual world on the server computer;

offering virtual objects to operators of the terminal computers;

transmitting the virtual objects from the terminal computers to the server computer in response to operations by the operators of the terminal computers;

storing the transmitted virtual objects in association with the operators of the terminal computers having transmitted the virtual objects; and

displaying the stored virtual objects in the virtual world based on operations by the operators of the terminal computers.

18. (NEW) A method of providing a virtual world in a system including a server computer and a plurality of terminal computers connected to the server computer, the method comprising:

generating a virtual world on the server computer;

transmitting object data regarding objects available in the virtual world from the terminal computers to the server computer in response to operations by operators of the terminal computers;

storing the object data in association with the terminal computer from which the object data was transmitted, the object data being stored in conformity with a predetermined data format; and

displaying the objects represented by the stored object data in the virtual world based on operations by the operators of the terminal computers.

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